£1.15 • NO. 48 • 31ST MARCH 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • INSIDE-

Sonic the comic

NEPTUNE & SATURN REVEALED!

SHINOBI!

CAPTAIN PLUNDER!

starring SONIC THE HEDGEHOG™

TAILS BEAMS BACK!

ZONERUNNER CHILLS OUT!

NEW STORY

SEGA Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome as we launch into another edition of your fave read. Yes, the most happening comic this side of the galaxy lifts off with **Sonic** unravelling the **Mystery of the Sandopolis Zone. Shinobi** encounters more choppy action in **Power of the Elements. Captain Plunder & His Sky Pirates feel** the long wooden arm of the law and the quest for **Tails** continues in **Zonerunner & The Big Freeze.**

Talking of **Tails** ... see him turn teacher in the **News Zone**, back for this issue. There's also the latest update on the sega-sational Saturn and Neptune systems. Far out, humes!

STC goes for gold in just two issues as our Easter issue coincides with *STC*'s big five-o! To help celebrate in suitable style, back by popular demand, are those terrific tattoos. Only these tattoos will be gold (and silver). *STC* ... almost 50 and still looking good!

Megadroid

VIRGIN COMPO WINNERS!

Here's the results of *STC* 41's vunderbar **Virgin Compo** where eagle-eyed Boomers had to work out a Spot the Difference and identify a fishy Badnik (who, was of course, Chopper!). Congratulations to the following Boomers:-

1ST PRIZE WINNERS will receive a Sega Mega Drive and two Virgin games each:-

- T. Grundy, Stonehaven, Scotland.
- D. Jones, Brockworth, Glos.
- J. Prichard, Newport, Gwent.

24 RUNNERS UP will each receive a selected Virgin

B. Aghdani, Veken, Switzerland.
L. Billing, Minster, Kent.
R. Bloomfield, Hunstanton, Norfolk.
L. Castle, Emsworth, Hants.
C. Clutsom, Paignton, Devon.
J. Crossland, Gosport, Hants.
G. Gyory, Edgware, Middx.
D. Hughes, Maidstone, Kent.
S. Hulance, Toddington, Beds.
N. Ioannou, Truro, Cornwall.
R. Linton, Newport, Gwent.
J. Masucci, Folkestone, Kent.
M. McQuillan, Fort William, Scotland.
R. Parsons, Chorley, Bolton.
R. Pitt, Croydon, Surrey.
K. Rahman, Swinton, Manchester.
M. Ratcliffe, Somerton, Somerset.
J. Silver, Kincardinshire, Scotland.
M. Shackleton, Sutton Park, Hull.
S. Stephenson, Whitehaven, Cumbria.
J. Tailby, Sailsbury, Wilts.
B. Tucker, Reading, Berks.
A. Wales, Grantham, Lincs.
M. Webber, Bridgwater, Somerset.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | RE re-entry | new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA SOCCER '95
2	—	MICRO MACHINES 2
3	▲	THE LION KING
4	▲	PGA TOUR GOLF 3
5	▼	CANNON FODDER
6	—	JIMMY WHITE'S WHIRLWIND SNOOKER
7	RE	TERMINATOR 2
8	RE	ETERNAL CHAMPIONS
9	new	B.O.B.
10	RE	MUTANT LEAGUE FOOTBALL

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	RE	WWF RAGE IN THE CAGE
3	RE	MORTAL KOMBAT
4	RE	MICKEY MANIA
5	new	NOVA STORM
6	—	ECCO THE DOLPHIN
7	▼	REBEL ASSAULT
8	▼	THUNDERHAWK
9	—	SHERLOCK HOLMES
10	RE	FINAL FIGHT

MASTER SYSTEM

1	—	ROBOCOP V TERMINATOR
2	—	SONIC CHAOS
3	—	SONIC THE HEDGEHOG 2
4	RE	DESERT SPEED TRAP
5	—	DONALD DUCK
6	▼	JUNGLE BOOK
7	—	DESERT STRIKE
8	—	THE LION KING
9	▼	SONIC THE HEDGEHOG
10	RE	COOL SPOT

GAME GEAR

1	▲	SONIC THE HEDGEHOG 2
2	—	SUPER OFF ROAD
3	▲	THE LION KING
4	▲	SONIC CHAOS
5	▼	TAZ-MANIA
6	▲	WORLD CLASS LEADERBOARD
7	▼	COOL SPOT
8	RE	MORTAL KOMBAT 2
9	RE	JUNGLE BOOK
10	RE	SONIC THE HEDGEHOG

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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ON THE FLOATING ISLAND THE REPAIRS TO DOCTOR ROBOTNIK'S DEADLY DEATH EGG SATELLITE ARE ALMOST COMPLETE.
SONIC AND KNUCKLES WERE ON THEIR WAY TO PUT A STOP TO THE MAD-MAN'S EVIL SCHEME WHEN THEIR PROGRESS WAS INTERRUPTED...
I'VE DONE IT! I'VE FOUND THE LOST PYRAMID OF SANDOPOLIS!
KRRMMBLL
LOOKS LIKE THERE'S SOMEBODY HOME... DID YOUR MAP MENTION ANYTHING ABOUT THAT, CAPTAIN PLUNDER?
OH THERE WAS SOME NONSENSE ABOUT A GIANT STONE GUARDIAN... I PAID IT NO HEED!
SONIC THE HEDGEHOG
Mystery of the Sandopolis Zone PART 2
Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de' Ville
HERETICS... YOU HAVE NO RIGHT TO SUMMON THE SACRED PYRAMID. ALL WHO BREAK THIS ANCIENT LAW ARE CURSED...
...AND MUST DIE!
ARE ALL PIRATES AS STUPID AS YOU?

NOBODY THREATENS THIS HEDGEHOG AND GETS AWAY WITH IT!
SPIN-ATTACK!
KROOOM!
HOW ABOUT THAT? THIS GUY WAS NOWHERE NEAR AS TOUGH AS HE LOOKED!
GO ON, ADMIT IT, KNUCKLES, YOU'RE IMPRESSED!
SONIC, BEHIND YOU!
AND I'M WAY TOO COOL TO FALL FOR THE 'HE'S BEHIND YOU' GAG TOO!
KRAKK!
AAAGGGH!
SURRENDER TO YOUR FATE, HERETIC... I AM THE GUARDIAN AND CANNOT BE DESTROYED!

OVER HERE, GUARDIAN! I'VE READ THE SACRED TEXTS ... I KNOW ALL ABOUT YOU AND YOUR PYRAMID! YOU WON'T FIND ME SO EASY TO BEAT!
MAINLY BECAUSE I'M NOT STUPID ENOUGH TO TRY AND FIGHT YOU!
AND WHY SHOULD I BOTHER WITH ALL THIS HANDY QUICKSAND AROUND THE PLACE?
YOU'VE GOT TO LEARN TO USE YOUR HEAD, SONIC!
YEAH? WELL IF YOU'RE SO SMART HOW COME YOU LET PLUNDER SNEAK INTO THE PYRAMID?
HEY KNUCKLES, I THOUGHT YOU WERE THE MASTER OF THE FLOATING ISLAND. HOW COME THE STONE GIANT ATTACKED YOU?
HE'S FROM AN ANCIENT TIME, SONIC ... HE WON'T EVEN REALISE THE RACE OF PEOPLE WHO ONCE LIVED ON THE FLOATING ISLAND HAVE LONG GONE ...
LISTEN ... I THOUGHT I HEARD A NOISE UP AHEAD!
AND UP AHEAD WE FIND...
HERE IT IS, MATES, JUST WHERE THE MAP SAID!
BUT AFTER ALL THESE CENTURIES WILL IT STILL WORK, CAP'N?

IT WORKED! JUST LOOK AT THAT, THE LOST TOMB OF SANDOPOLIS!
NEVER YOU MIND THAT, FILCH ... JUST EE LOOK AT THE TREASURE!
GET TO WORK, FILCH, YOU SLACKER!
I CAN'T, CAP'N ... I'M A GHOST, REMEMBER? I CAN'T TOUCH ANYTHING!
PLUNDER, THESE TREASURES BELONG TO THE FLOATING ISLAND ... THEY'RE PART OF ITS HERITAGE!
I'M NOT GOING TO LET YOU STEAL THEM!
LOOK, LITTLE MATEY, I'M A PIRATE, SEE? I'M SUPPOSED TO STEAL STUFF!
BELIEVE ME, PLUNDER, YOU DON'T WANT TO GET KNUCKLES MAD...
HEY ... WHAT'S HAPPENING TO THE LIGHTS?
THE LIGHTING SYSTEM IS THOUSANDS OF YEARS OLD SONIC, I GUESS IT'S JUST NOT AS RELIABLE AS IT USED TO BE.

RUN FOR IT, MATES!
ARE YOU NUTS? YOU CAN'T OUTRUN SONIC THE HEDGEHOG!
LET THEM GO...
WHAT?
THEY WON'T GET FAR. I NEVER TOLD YOU ABOUT THE CURSE, DID I? AND WHAT HAPPENS WHEN IT BEGINS TO GET DARK!
HEY, CAP'N... WHAT BE THOSE GLOWIN' THINGS?
WHO CARES? LET'S JUST GET THESE BEAUTIES BACK TO THE SHIP!
I THINK THOSE THINGS BE A-FOLLOWIN' US, CAP'N!
FILCH, WILL YOU SHUT UP YOU BILGE RAT!
AAAAAAA!
YOU REALLY OUGHT TO TAKE A LOOK, CAP'N... I THINK THEY'RE GHOSTS!
WHAT BE YOU JABBERING ABOUT, FILCH?

FILCH, YOU COWARD, YOU'RE A GHOST, MAKE FRIENDS WITH THESE LADS...
UH CAP'N... I THINK THESE ARE THE WRONG SORT OF GHOSTS!
IN THAT CASE, RUN FOR IT! WE'RE NEARLY OUT!
KRRMMBL
UGGGH!
QUICKLY CAP'N, THE DOOR'S STARTIN' TO CLOSE!
PROFESSOR... WHERE'S YOUR SACK OF TREASURE, YOU CUR?
KDOOM!
MY APOLOGIES, CAPTAIN, I WAS ALSO UNSUCCESSFUL!
WE CAN'T RETURN TO THE SHIP AND TELL THE CREW WE WERE CHASED OUT BY A COUPLE OF GHOSTS. FILCH?
I'LL COME UP WITH A MORE FITTING TALE, CAP'N... PERHAPS FIFTY EVIL SPIRITS? HMMM... BETTER MAKE IT A HUNDRED...

MEANWHILE BACK INSIDE THE PYRAMID...
SO WHAT IS THAT THING?
IT'S A SEAL, SONIC... IF IT'S SMASHED THE SAND WILL POUR IN FROM OUTSIDE.
WHICH IS JUST WHAT I WANT!
KRAK!
SO LET ME SEE IF I'VE GOT THIS STRAIGHT... THIS SAND WILL MAKE THE PYRAMID SINK BACK UNDER THE DESERT, BUT PERMANENTLY. RIGHT?
THAT'S IT... KEEPING THE TREASURES SAFE FROM PEOPLE LIKE CAPTAIN PLUNDER!
BUT SINCE WE'RE TRAPPED IN HERE WON'T WE...
THE ANCIENT TEXTS TELL OF A SECRET EXIT... OF COURSE YOU CAN'T ALWAYS RELY ON THOSE ANCIENT TEXTS...
I WAS RIGHT! COME ON, SONIC... BEFORE THE SAND COVERS IT OVER!
WH? OH RIGHT. HEY, WHAT DO YOU THINK HAPPENED TO CAPTAIN PLUNDER?
...AND THEN TWO HUNDRED EVIL SPIRITS EACH WITH SEVEN HEADS AND BLAZING EYES ATTACKED US FROM ALL SIDES...
NEXT ISSUE: 10...9...8...7...

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer:
David Gibbon

THE PIRATES OF DARK WATER

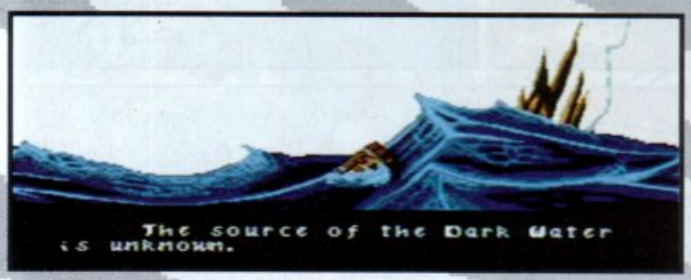
MD
Mega Drive

game type: ADVENTURE
1 PLAYER

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

Shiver me timbers! If it isn't Hanna-Barbera, the folk responsible for creating - amongst others - *Tom & Jerry* and *The Flintstones*. Their latest production, **The Pirates of Dark Water**, may well become another blockbuster thanks to its Saturday morning run in the U.K.

The game itself is set within the dark watery world of Mer, where evil patches of water are in operation. Only the Treasures of Rule are able to combat this force. A character called Ren, and crew members Ioz and Tula, sail the high seas to face a pirate called Lord Bloth and his henchmen on a quest for the lost treasure. Only then can Mer be returned to its former glory and the Dark Water controlled.



At the beginning of **The Pirates Of Dark Water** you select one of the three characters who each possess a weapon (a Dagger, an Ecomancer Energy and a Dragon-Bow). You choose which of the islands you wish to sail to from a map of Mer. You're then ready to sail once a creature called Niddler offers a description of each location!

The graphics are nothing special, but they do work well and all the animated characters appear fairly large on-screen. Your character has several destroy tactics to combat the enemies, who range from bats to sword-fighting skeletons. Life-refilling 'pick-ups,' such as food and hearts can be found lying around each level.

You'll discover that when you walk into certain characters, a communication screen will appear, enabling you to talk to them. Some characters will trade information for gold, or offer hints on getting through the level, and others will open up doors.

The Pirates of Dark Water is a well-packaged game, not too difficult for its targeted younger players, who I'm sure will discover that it's worth its weight in gold.

FAST FAX

PUBLISHER: SUNSOFT
PRICE: £44.99

GRAPHICS 79
SOUND 76
PLAYABILITY 86

RAVES
Enjoyable and challenging for young players.

GRAVES
Unoriginal.

OVERALL 83%

ROCK & ROLL RACING

MD

Mega Drive

game type: RACING
1-2 PLAYERS

I urge you not to judge this as just another racing game as **Rock & Roll Racing** is really excellent! Originally released on the SNES, this new Mega Drive version features more tracks to get you moving in all the right places!

Rock & Roll Racing is a fast and furious racing/shoot 'em-up that takes place across six planets far into the galaxy. Each one contains strategically laid out tracks and ramps, plus handy pick-ups such as money and armour to prevent your destruction!

You're given the sum of $20,000 dollars to play with, but you're required to purchase a car from the two on offer before you're ready to 'rock 'n' roll!'. The weapons are a most important aspect to the game, or rather the way you can blow the opposition into oblivion! Some would frown upon blowing-up a friend in order to take the lead, but it's considered fair and legit in this mad-cap racer.

You get to hear some top soundtracks and digitised speech as you speed round the tracks. A US racing announcer called Larry 'Supermouth' Huffman adds some brilliant commentary and blow-by-blow calls. Having a total of 37 challenging tracks, players get the chance to improve their car's equipment after each track; from buying an enhanced engine or a nitro, to buying extra weaponry.

Two divisions must be raced on each planet before proceeding to the next one. A certain number of points must be scored in each division. As the planets becomes harder, you'll need a better car if you're going to have any chance of beating the opposition. Thankfully, you do get this opportunity, but only if you've won enough cash!

Rock & Roll Racing causes an awesome amount of fun, especially when playing against a friend. It's certainly one of my favourite racing games to date.

FAST FAX

PUBLISHER: INTERPLAY

PRICE: £44.99

GRAPHICS 84

SOUND 90

PLAYABILITY 92

RAVES: Brilliant fun. Invite your pals round for a car-blowing tournament!

GRAVES: Not a sausage!

OVERALL 81%

THE SMURFS

Mega Drive

game type: PLATFORM
1 PLAYER

Once upon a time in the mid 1980's, a tribe of beloved blue people were 'born' and introduced to the world as **The Smurfs**. Each Smurf behaved true to its name, i.e., Brainy was intelligent and Greedy was gluttonous. Life as a Smurf had its problems, mainly due to a big ugly sorcerer called Gargamel and his cat who craved Smurf dinners! Fortunately, however, the Smurfs managed to out-smurf them.

In this new release from Infogrames, the story is that Gargamel has 'Smurfnapped' Jokey, Brainy, Greedy and Smurfette (the only female in Smurf land - horror!). As controller, you play the part of Hefty Smurf, whose aim is to search the entire country to rescue your friends and finally defeat Gargamel. Not an easy task, believe me.

Once you begin, the quality of the graphics will immediately hit you as they're bright and colourful and very well animated. Particularly striking are the four huge end-of-level bosses who take up most of the screen!

Played over 22 acts, **The Smurfs** is an above average platform game with plenty of variation to hold your interest. As you progress and free each of the four Smurfs, you get the chance to select which Smurf you want to be. Each Smurf is used to solve a particular problem - for example, 'Jokey' should be selected to clear a certain section of a level, as he can throw exploding presents!

Surprises don't end there! **The Smurfs** also features many extra sections, including isometric and 3D stages. The latter looks very impressive with its coming-at-you graphics. Although these kind of levels are becoming more common place in new games, steering a raft down a river or sledging down a mountainside still doesn't fail to impress.

The level of difficulty in **The Smurfs** is quite high, causing frustration if you fail to get past a certain section. Certainly there are areas where improvements would certainly have made a big differenc. However, **The Smurfs** is certainly an exceptional platformer and overall is Smurftastic!

FAST FAX

PUBLISHER: INFOGRAMES
PRICE: £39.99

GRAPHICS 90
SOUND 82
PLAYABILITY 86

RAVES
A top platformer.

GRAVES
A toughie - takes many hours of practice to complete.

OVERALL 87%

Shinobi
POWER OF THE ELEMENTS PART 2
JOE MUSASHI, THE SHINOBI, HAS BEEN CAPTURED BY THE DEADLY ASSASSIN AIR, ONE OF THE FOUR ELEMENTS, WHO ARE NOW SERVING THE INFAMOUS JAPANESE MAFIA, THE YAKUZA.
HERE IS THE SPY, OYABUN* MITSUGI.
WHAT IS THIS? WHO IS THIS OLD MAN?
*YAKUZA TERM FOR "BOSS" – MEGADROID.
THIS IS JOE MUSASHI, UNTIL RECENTLY A THORN IN THE SIDE OF THE NEO ZEED. NOW HE IS YOUR PRISONER.
IF YOU CAN HOLD ON TO HIM.
WHAT? YOU DARE TO INSULT ME, AFTER I'VE MADE YOU A GUEST IN MY HOUSE?
I MEANT NO DISRESPECT. I MERELY WANTED TO –
LOOK OUT!
Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

EEIAA!
HE IS ARMED!
THIS MAN KNOWS PRANA.* HE ESCAPED US ONCE BEFORE USING THAT TECHNIQUE.
*A SHALLOW BREATHING METHOD BY WHICH A NINJA CAN FEIGN DEATH OR UNCONSCIOUSNESS — MD.
SPARE ME YOUR MYSTICAL MUMBO-JUMBO, WOMAN!
SAITO! KILL HIM!
RICHKK!
HAI, OYABUN!
STOP... AARGHH!

ELEMENTS, DO NOT INTERFERE.
FOOLS! HE IS ONLY ONE MAN!
WHAT-?
BRRATT!
BUNGLERS! STOP HIM!
BRRATT!
"TOO LATE! HE'S HEADING FOR THE SKYLIGHT!"
KKRASHH!

AS I SAID. THE REAL PROBLEM IS KEEPING MUSASHI.
YOU DID THAT DELIBERATELY. YOU BROUGHT HIM INTO MY HOUSE KNOWING THAT HE WASN'T PROPERLY SUBDUED.
YOU ASKED ME TO BRING MUSASHI TO YOU. NOBODY SAID ANYTHING ABOUT RENDERING HIM HARMLESS.
NEVERTHELESS, NOW THIS MUSASHI KNOWS A GREAT DEAL ABOUT MY STRENGTHS AND WEAKNESSES AND THE DISPOSITION OF MY MEN.
AND IN RETURN, I KNOW NOTHING ABOUT HIM.
I APOLOGISE, OYABUN. IT WAS THE ONLY WAY TO ENSURE YOU TREAT MUSASHI WITH RESPECT. HE IS NO KOBUN.*
*LOW-RANKING YAKUZA GANGSTER – MD.
WE FOUR ELEMENTS WILL BRING MUSASHI BACK IN CHAINS.
SOME OF MY MEN WILL ACCOMPANY YOU TO MAKE SURE YOU DO!
NOW, GO. . . AND DON'T COME BACK WITHOUT HIM!

HIGH ABOVE THE CITY, JOE MUSASHI FLITS SILENTLY ACROSS THE ROOFTOPS, MOVING LIKE A GHOST FROM SHADOW TO SHADOW.
HE KNOWS HE DOESN'T HAVE LONG BEFORE THE ELEMENTS AND THEIR YAKUZA ALLIES COME AFTER HIM.
WHAT?
BUNZO, SUBDUE HIM.
HAI, SENSEI.*
WHAP!
*LITERALLY, "TEACHER" — MD.
HE HAS A GOOD BUILD FOR AN OLD MAN.
I FEAR THERE IS MORE TO HIM THAT MEETS THE EYE, MY CHILD.
HE IS SHINOBI!
NEXT ISSUE: ROOFWORLD!

NEWS Zone

Newshound: *JJ Hunsecker.*

NEPTUNE AND SATURN GO INTO ORBIT

NEW SEGA CONSOLES LOOK HEAVENLY!

Saturn: How it'll look in the UK - sleek, black and packed with power!

Watch the skies! Two new Sega consoles will soon be hoving into view, taking game playing into a new dimension.

The first, still known only as **Project Neptune**, is the expected combination of the Mega Drive and Mega Drive 32X in one sleek-looking new box. No more sinister 'black mushroom' sticking out of the top of your Mega Drive!

Our pals at Sega are keeping quiet about the final name for the new unit (it's called the **Genesis 32X System** in the US). No exact release date yet either, but expect it around the Autumn, along with the amazing new 32X version of *Virtua Fighter*. Price for the **Neptune** should be under £200 for the base unit, although special bundle packs may take it a bit higher.

The **Neptune** will be able to [illegible]n all [illegible]urrent Mega Drive carts as well as the expanding range of 32X games.

Running rings around the **Neptune** is Sega's much-heralded new 'super system,' the **Saturn** *(these humes and their little jokes! - Megadroid)*. The **Sega Saturn** sports a nifty new black livery for the UK market (as opposed to the grey case of the Japanese model) and should be hitting shops around the UK in September. Start saving those pennies now because it will cost around £400.

The **Saturn** will only run CD-ROM based software produced especially for it. The cartridge slot shown in the picture on this page is only for special RAM carts that can be used to save game moves, levels, etc.

STC will be taking a closer look at **Neptune** and **Saturn** nearer their release dates. In the meantime, just keep watching those Sega stars!

Neptune: Mega Drive and 32X packed into one stealthy-looking box!

TAILS PLAYS PICO

STARRING ROLE FOR MILES PROWER AT LAST!

Miles (Tails) Prower, pal of Sonic and *STC* superstar, is one of the first characters to appear on **Pico**, the first product from Sega's new toy division.

Tails & The Music Maker is one of five Storyware cartridges released with the **Pico** next month. In it, Tails teaches young children how to learn and have fun music through an interactive storybook.

Pico is a 16-bit computer disguised as a brightly-coloured 'laptop-style' console, designed especially for children between the ages of three to seven. It plugs into a normal TV set and

Storyware carts plug into the top of it. Each contains a 6-page storybook, which, as the pages are turned changes the picture on the TV. With the aid of the drawing pad section of **Pico** and the attached 'magic pen', children can draw, animate and interact with their favourite characters in numerous ways. The pen can even be used on the storybook pages. Buttons on the **Pico** console can also be used to move characters and choose and cancel selections.

Another Storyware cartridge is *Ecco Jr & The Great Ocean Treasure Hunt*. A younger version of Ecco The Dolphin takes children on an interactive undersea adventure. Other characters appearing on **Pico** include Mickey Mouse and Winnie The Pooh.

Pico will be widely available from April with a retail price of £150. Storyware carts will cost £29.99 each.

GRAPHIC Zone

He's back and he's proud! Yes, **Tails** has returned with a brand new story and to help celebrate, *STC* has devoted the *Graphic Zone* to that incredible fox. Well done to these artistic Boomers for such original portrayals of **Tails** - you'll each receive an original *STC* badge.

Tails - bored with his overcoat already?

Alan Warner-Grieve, Sittingbourne, Kent. Badge Winner.

Tails gets his skate (board) on!

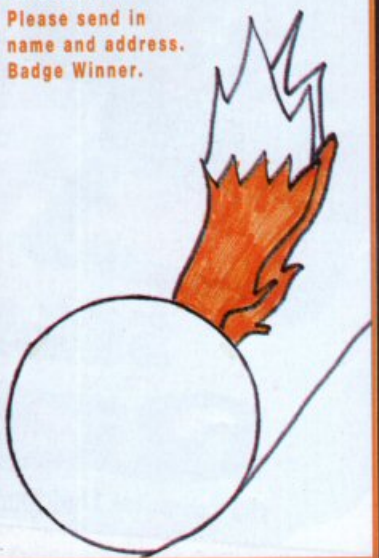
Richard Gifford, Sherwood, Nottingham. MS owner. Badge Winner.

Tails dresses for dinner!

Christopher Davis, Cleveland, Saltburn-by-the-Sea. Badge Winner.

Tails chills out!

Please send in name and address. Badge Winner.



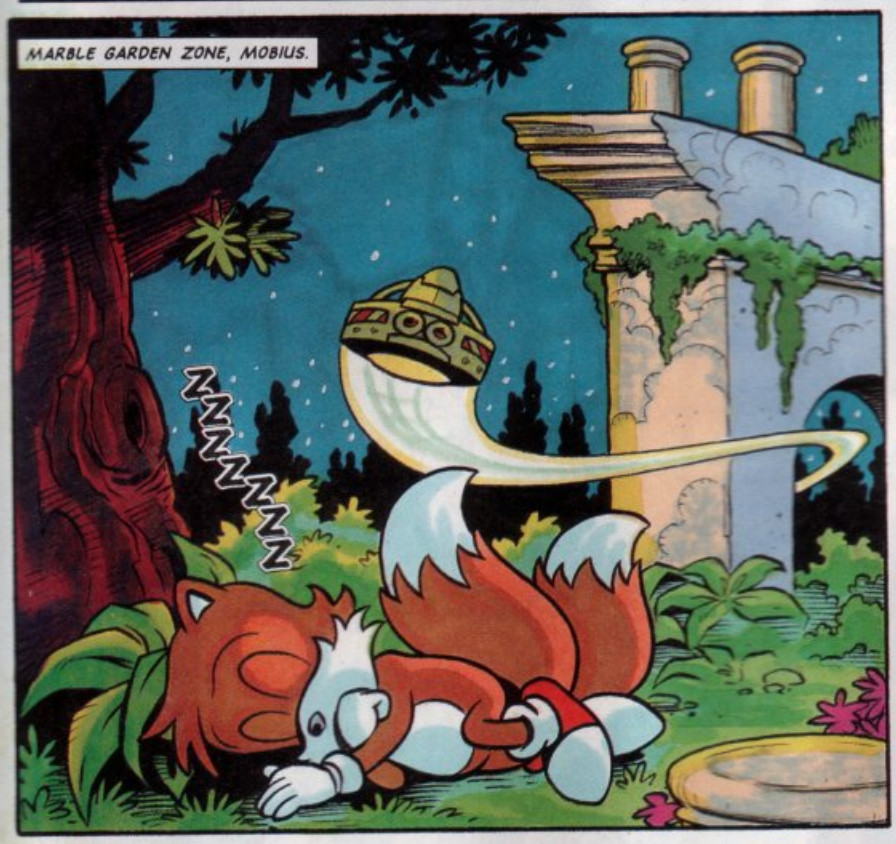
To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:-

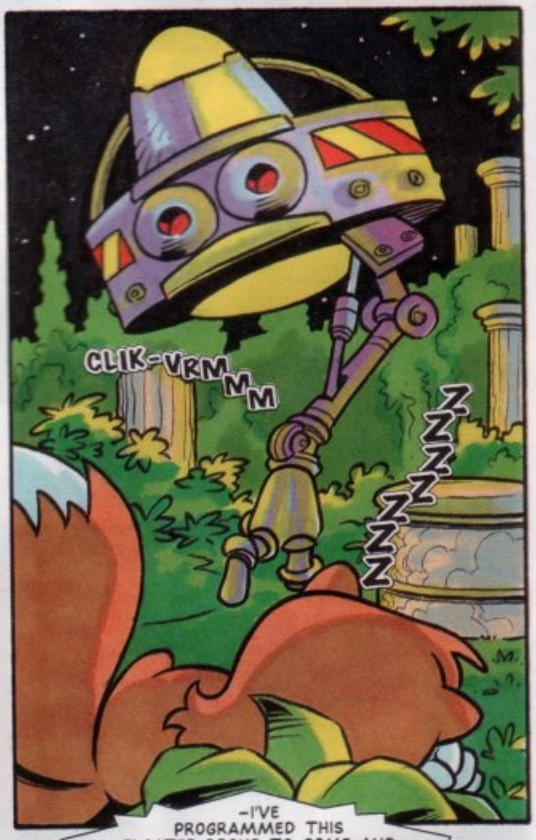
* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
* Be original and don't copy pictures from the comic - come up with your own ideas.
* Include your name and address, preferably written in capital letters on the back of the page.

Tails in ZONERUNNER & THE BIG FREEZE PART 1

NEW STORY

Script:
MARK EYLES
Art:
ROBERTO CORONA
& BRIAN WILLIAMSON
Lettering:
STEVE POTTER



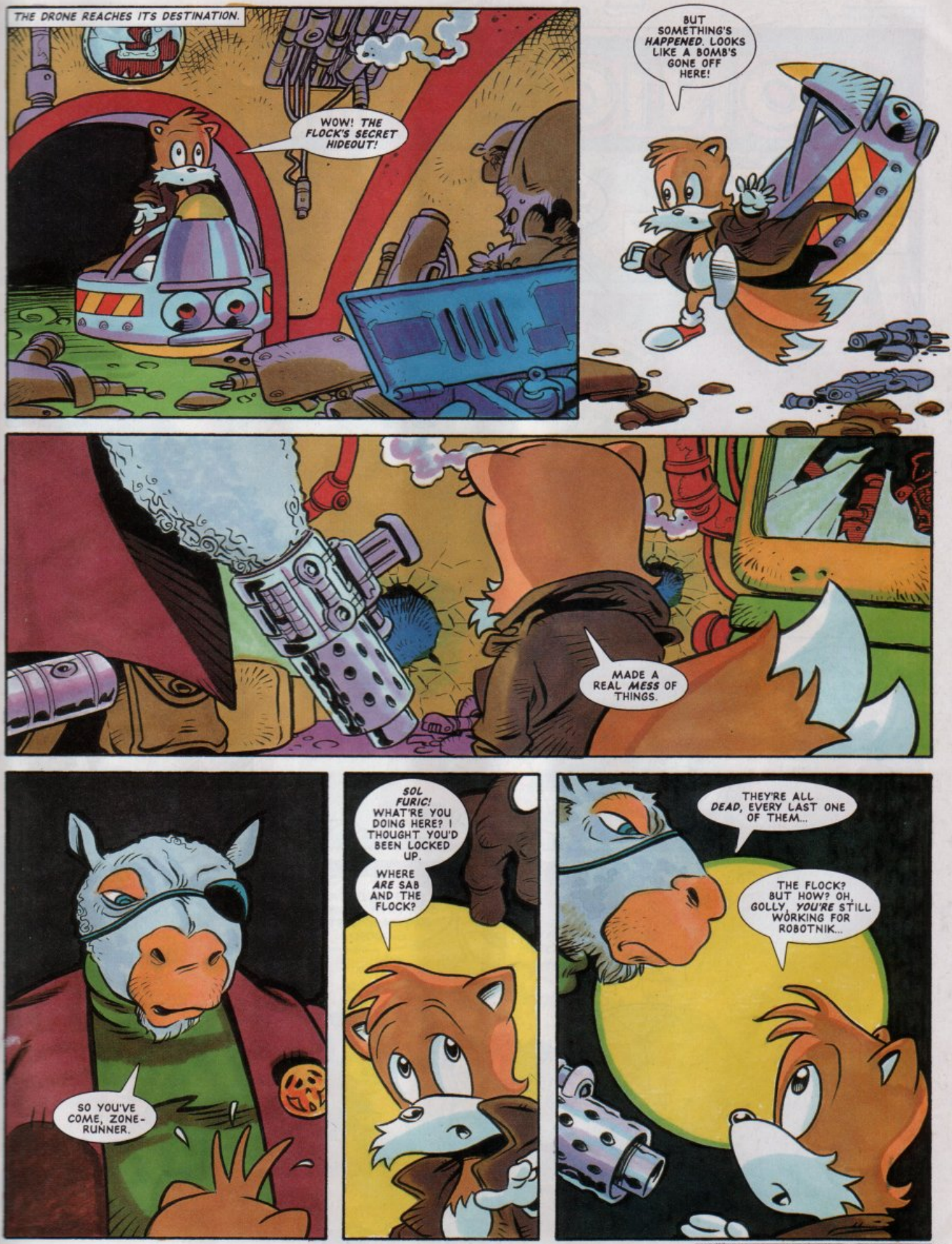


THE FLOATER DRONE PROJECTS A HOLOGRAM OF SAB, THE FREEDOM FIGHTER TAILS MET IN THE CHEMICAL PLANT ZONE.
YIKES!
ZONERUNNER-
SEE ZONERUNNER & THE FLOCK.

-I'VE PROGRAMMED THIS FLOATER DRONE TO COME AND GET YOU. NUTZAN BOLT* WANTS REVENGE. YOU'RE IN DEADLY DANGER. THE FLOCK** NEEDS YOUR...
*THE ROBOT TAILS DEFEATED.
**THE FLOCK IS A GANG OF FREEDOM FIGHTERS. IN THE CHEMICAL PLANT ZONE.

SAB!
KERBOOM!
INSIDE THE DRONE TAILS FOUND HIS ZONERUNNER GEAR.
I'D BETTER GO AND SEE WHAT'S HAPPENED. I WISH SONIC WAS HERE TO HELP ME...
...AND I WISH THEY WOULDN'T CALL ME ZONERUNNER.*
*LITERALLY, ONE WHO RUNS THE ZONES.
VVROOOM!
THERE'S THE CHEMICAL PLANT ZONE - BUT WHAT'S COVERING IT?
SECONDS LATER.
CHEMICAL CLOUD COUGH COUGH CAN'T COUGH COUGH BREATHE...
MORE SECONDS LATER...
IT CAN'T BE...

WHAT'S HAPPENED TO THE CHEMICAL PLANT ZONE?
YELP! I'M GOING TO...
...CRASH!
CRASH!
PHEW! LUCKY THAT ENTRANCE WAS JUST COVERED IN SNOW.
THE DRONE DIVES DEEP BENEATH THE CHEMICAL PLANT ZONE.


THE DRONE REACHES ITS DESTINATION.
WOW! THE FLOCK'S SECRET HIDEOUT!
BUT SOMETHING'S HAPPENED. LOOKS LIKE A BOMB'S GONE OFF HERE!
MADE A REAL MESS OF THINGS.
SO YOU'VE COME, ZONE-RUNNER.
SOL FURIC! WHAT'RE YOU DOING HERE? I THOUGHT YOU'D BEEN LOCKED UP.
WHERE ARE SAB AND THE FLOCK?
THEY'RE ALL DEAD, EVERY LAST ONE OF THEM...
THE FLOCK? BUT HOW? OH, GOLLY, YOU'RE STILL WORKING FOR ROBOTNIK...
NEXT ISSUE: DEAD SHEEP DON'T TALK!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

Tips Cheats

Here's a selection of cheats, brought to you Boomers by *STC*'s own whiz-with-a-chip, **David Gibbon**. If you have a game query or question on how to help you complete your favourite game, drop a line to the *Q Zone* at the usual *STC* address.

THE LION KING

MD

Following on from *STC*'s recent two-part solution, Here's a cheat for all those Boomers who haven't managed to complete the **Lion King.** Not only does this cheat give you a level select option, but you also get the chance to make yourself completely invulnerable.

To activate the cheat, from the menu screen, select Options. Go to the Sound Test and press Right, A, A then B on your joypad. Now, press Start and both options will appear.

EARTHWORM JIM

MD

Coming from Dave Perry, the mind behind such hits as *Aladdin* and *Cool Spot*, you'd expect this to be something special. In fact, **Earthworm Jim** proved to be a brill platformer, it containing a stack of original ideas and humour. However, it's a tough game to crack but the Q Zone is here to help with a nifty level select cheat:

Start the game as normal, then press Start to pause. On your joypad, press A and Left, B, B, A, A and Right, B, B then A to get the cheat working.

THE INCREDIBLE HULK

MD

The **Incredible Hulk** was something of a phenomena in years gone by, long before a certain blue hedgehog came

on the scene. The Hulk's speciality was turning green and ripping his shirts into shreds when he got mad. If the game has been causing similar problems for you, then this level skip cheat may well help cure you! Play the game as usual, then press pause. Now, press Up, Right, Down and Left. Unpause the game and lose all your lives. When you go back to start another game, you'll notice at the end of the intro screen, a black screen appears which features the level skip cheat. Yippee!

BATTLECORPS

MCD

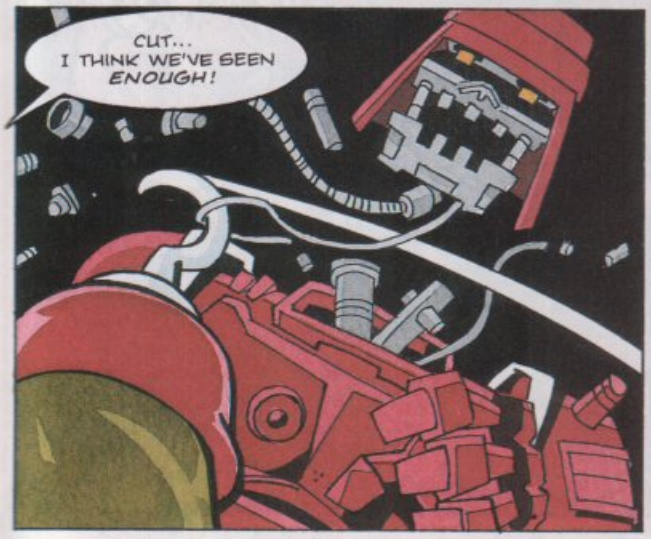
Core Design have been regarded as the saviours of the Mega-CD after they came up with the stunning *Thunderhawk*. **Battlecorps** was a follow-up to that, and features some truly excellent graphics. If you've been stuck for a while, then fear not as a level select cheat is about to come your way! First, go to the Practice Mode and press pause. Then enter B, A, B, A, Right, A, C, Up then Start. The screen will flash to indicate the sequence has worked, then a map should appear back on the character select screen. This map allows you to select any level you wish to play on.

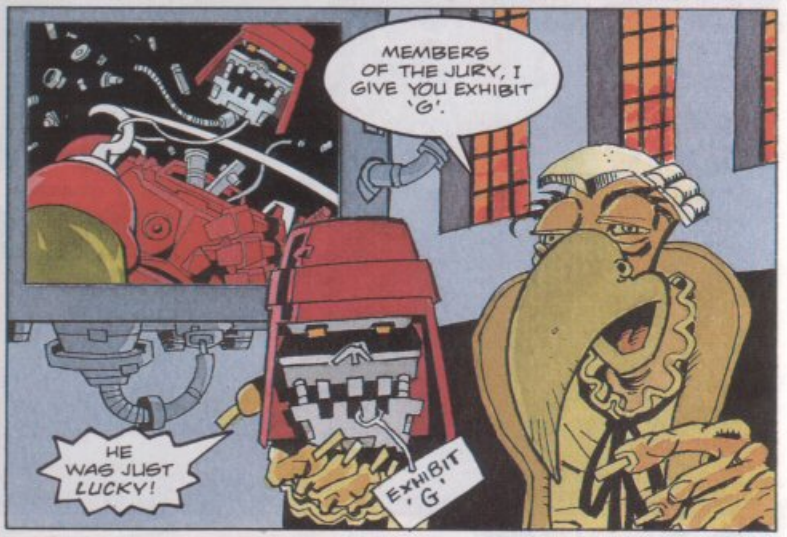
Script & Art:
NIGEL KITCHING
Lettering:
ELITTA FELL

CAPTAIN Plunder & HIS SKY PIRATES!

PART 2

THINGS HAVE GONE A LITTLE WRONG WITH CAPTAIN PLUNDER'S PLAN TO ROB DOCTOR ROBOTNIK.
ALTHOUGH HIS PIRATES HAVE GOT CLEAN AWAY WITH THE LOOT, THEY ACCIDENTALLY LEAVE BEHIND THEIR BELOVED CAPTAIN...
BMMF!
YOU'LL NEVER TAKE ME ALIVE, YOU SCURVY SCUM-SUCKERS!

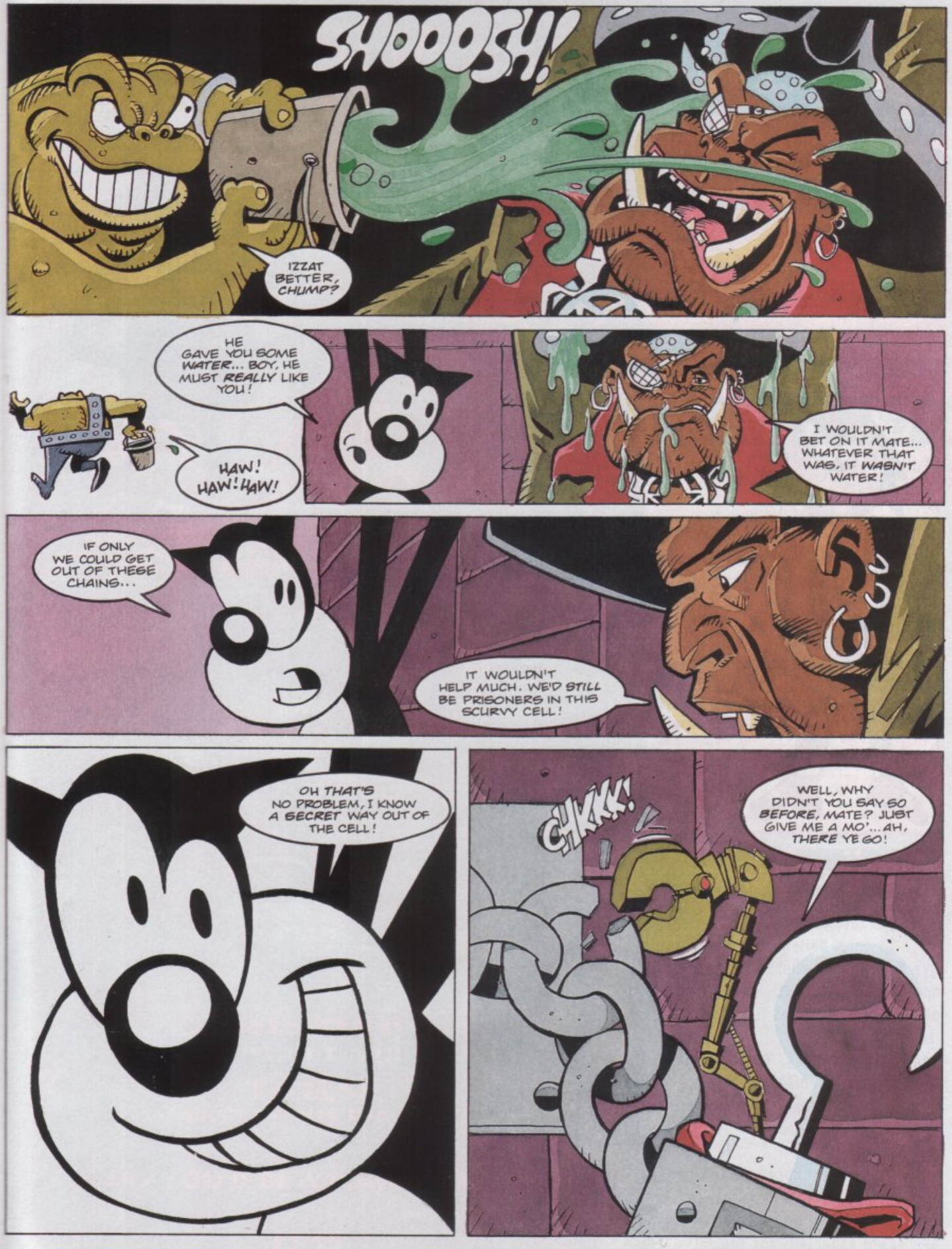




SHOULDN'T EE SHOUT 'OBJECTION' OR SOMEUN', LAD?
SSHHH!
AND THAT CONCLUDES THE CASE FOR THE PROSECUTION!
WELL, WE'VE ALL HEARD THE ADMITTEDLY RATHER CONVINCING CASE AGAINST MY CLIENT, CAPTAIN PLUNDER.
BUT I ASK YOU...
IS THIS THE FACE OF A BRUTAL PIRATE?
YOU TRYIN' TA BE FUNNY, LAD?
THE CASE FOR THE DEFENCE RESTS.
WHAT ARE YOU UP TO, YOU BILGE RAT!
SHUSH! I KNOW WHAT I'M DOING!
AYE, SO DO I! YOU'RE TRYING TO GET ME HUNG!
THIS WHOLE TRIAL BE A SET-UP... I'M BEING SWINDLED!
GUARDS...

ZZAP!
ARGGH!
I ORDER THE ACCUSED TO REFRAIN FROM SUCH OUTBURSTS!
ROBOTNIK TELEVISION COMPANY
DON'T WORRY, WE CAN EDIT THAT OUT BEFORE TRANSMISSION.
OKAY, LET'S MOVE STRAIGHT ON TO THE SENTENCING!
MAKE SURE YOU GET MY GOOD SIDE.
OKAY, LET'S ROLL!
THE TRIAL OF CAPTAIN PLUNDER
SCENE 4
TAKE 1
CAPTAIN PLUNDER I FIND YOU GUILTY OF THE CRIME OF PIRACY!
I THEREFORE SENTENCE YOU TO BE TAKEN FROM THIS PLACE WHERE YOU WILL BE HUNG BY THE NECK UNTIL YOU ARE SORRY!
DEAD!
OH YES, I MEANT THAT!

CAPTAIN PLUNDER HAS BEEN RESIDENT HERE FOR JUST OVER A WEEK NOW AND WE'VE JUST BEEN TOLD THAT HIS FINAL APPEAL AGAINST HIS SENTENCE HAS BEEN *REFUSED*.
THE HIGHVIEW CORRECTIVE CENTRE
AT LUXURIOUS HIGHVIEW THE EMPHASIS IS ON *REHABILITATION* RATHER THAN PUNISHMENT. NONE OF THE INMATES HERE HAVE EVER RE-OFFENDED!
MAINLY 'CAUSE THEY *HANG* THEM ALL!
CUT!
INSIDE THE 'LUXURIOUS' HIGH-VIEW CORRECTIVE CENTRE...
OKAY, WHICH ONE OF YOU SAID YOU WERE *THIRSTY*?
NOT ME, MISTER GULLETS, SIR!


SHOOOSH!
IZZAT BETTER, CHUMP?
HE GAVE YOU SOME WATER... BOY, HE MUST REALLY LIKE YOU!
HAW! HAW! HAW!
I WOULDN'T BET ON IT MATE... WHATEVER THAT WAS, IT WASN'T WATER!
IF ONLY WE COULD GET OUT OF THESE CHAINS...
IT WOULDN'T HELP MUCH. WE'D STILL BE PRISONERS IN THIS SCURVY CELL!
OH THAT'S NO PROBLEM, I KNOW A SECRET WAY OUT OF THE CELL!
CHKKK!
WELL, WHY DIDN'T YOU SAY SO BEFORE, MATE? JUST GIVE ME A MO'... AH, THERE YE GO!

NEXT ISSUE: THE GREAT ESCAPE!

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Sonic steals Captain Plunder's thunder!

Gary Donaldson, Caithness, Scotland. Sonic Water Fun Game Winner.

Could it be ... yes, it's a Mighty Sonic Ranger!

Katy Knight, Wall Heath, W. Midlands. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Gold Knuckle!

Dear *STC*,

Picture me on bended knee as I write ... please could you put more tattoos in *STC*, but this time including Knuckles?

Alex Medcalf, Redditch, Worcs. GG owner. Sonic Water Fun Game Winner.

Get up now Alex. To help celebrate STC's 50th (Easter) issue, there'll be a set of gold and silver coloured tattoos, which will include Knuckles. In fact, there'll be even more terrific tattoos free with STC 51.

Out Of This Planet!

Dear *STC*,

When Sega release their new 32-bit CD console, the Saturn, will there be an adaptor available to enable Saturn's games to be played on Mega-CD, or could the Mega-CD be Saturn game compatible?

Thomas Gray, Belfast, N Ireland. MCD owner. Sonic Water Fun Game Winner.

No, Tomo, Saturn games will only be compatible with the Saturn console. See the News Zone for an update on the Saturn and the Neptune.

New Order!

Dear Megadroid,

I can't believe it! There are five newsagents where I live, but not one of them sells *STC*. Could you please explain why as it's very frustrating.

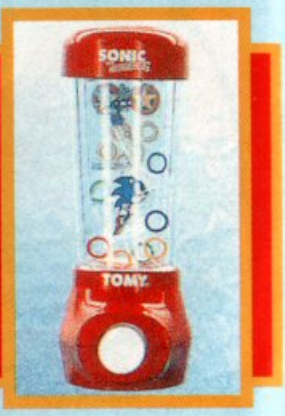
Jamie Getcheffsky, Torquay, Devon. GG, MS & MD owner. Sonic Water Fun Game Winner.

Even more reason to use the Reservation Coupon, Jamie, which will be included in the next issue especially for you.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

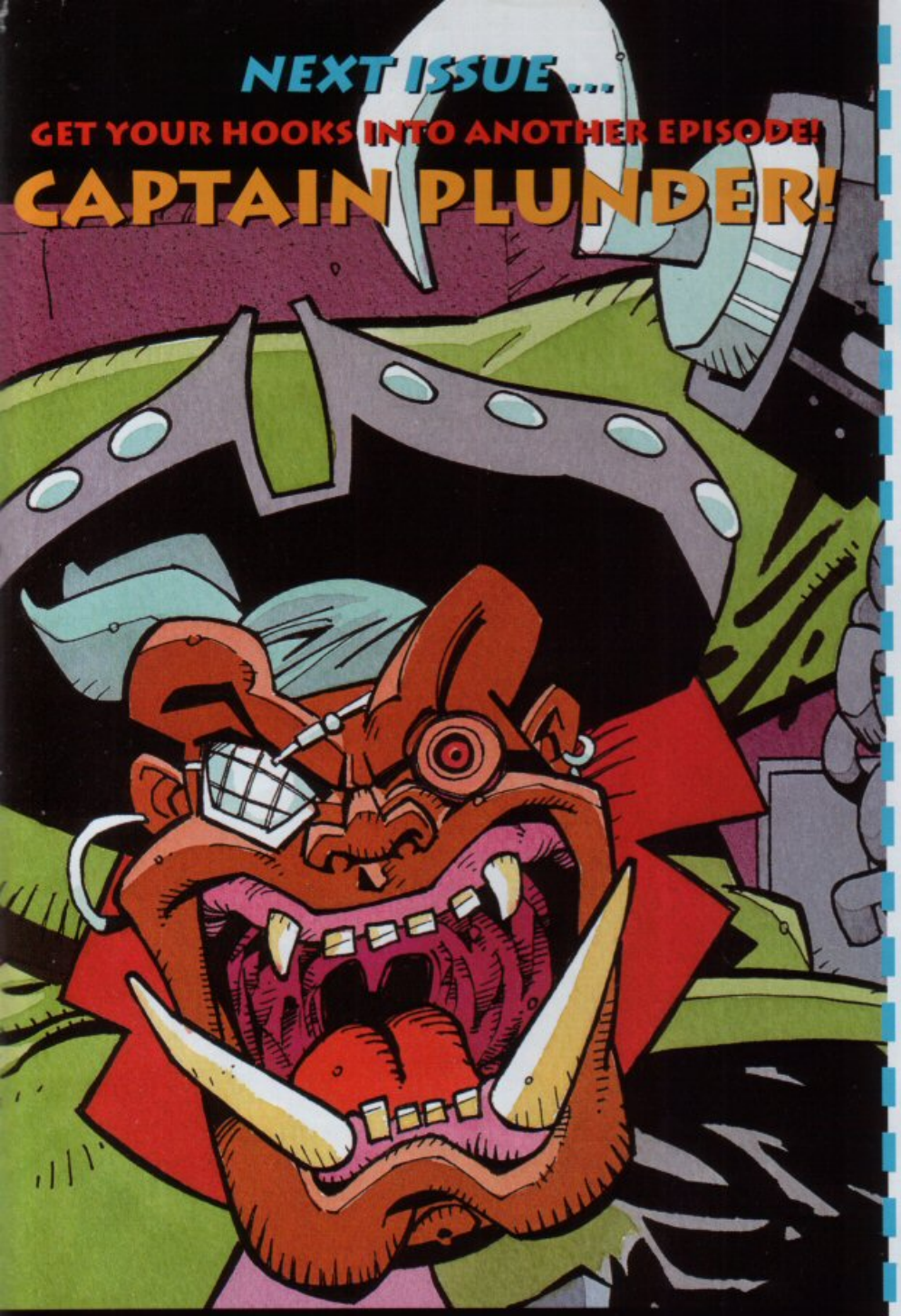
The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE...

GET YOUR HOOKS INTO ANOTHER EPISODE!

CAPTAIN PLUNDER!



PLUS

SONIC!
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DATA STRIP

Fill in & send to:
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 48 OF **STC?**

☐ %